NINTENDO DS™

Kirby™: Mouse Attack

NINTENDO DS™

Kirby™ Mouse Attack

Kirby Mouse Attack

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5 IN EN 1

2–4 WIRELESS DS SINGLE-CARD DOWNLOAD PLAY

2–4 WIRELESS DS MULTI-CARD PLAY

INHALE AND CONQUER!

Float, jump and battle through eight huge worlds and take on a band of rodent robbers called the Squeaks!

- **Mix, match and make new abilities and items using the Touch Screen.**
- **Over 25 upgradeable abilities, including new ones like Animal, Bubble and more!**
- **Play multiplayer sub-games over DS Wireless Communications!**

IMPORTANT: Read the Instruction Booklet and the separate Health and Safety Precautions Booklet before setup or use of your system. Complete warranty information inside box.

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MODEL NO.: NTR-005

Original Nintendo Seal of Quality

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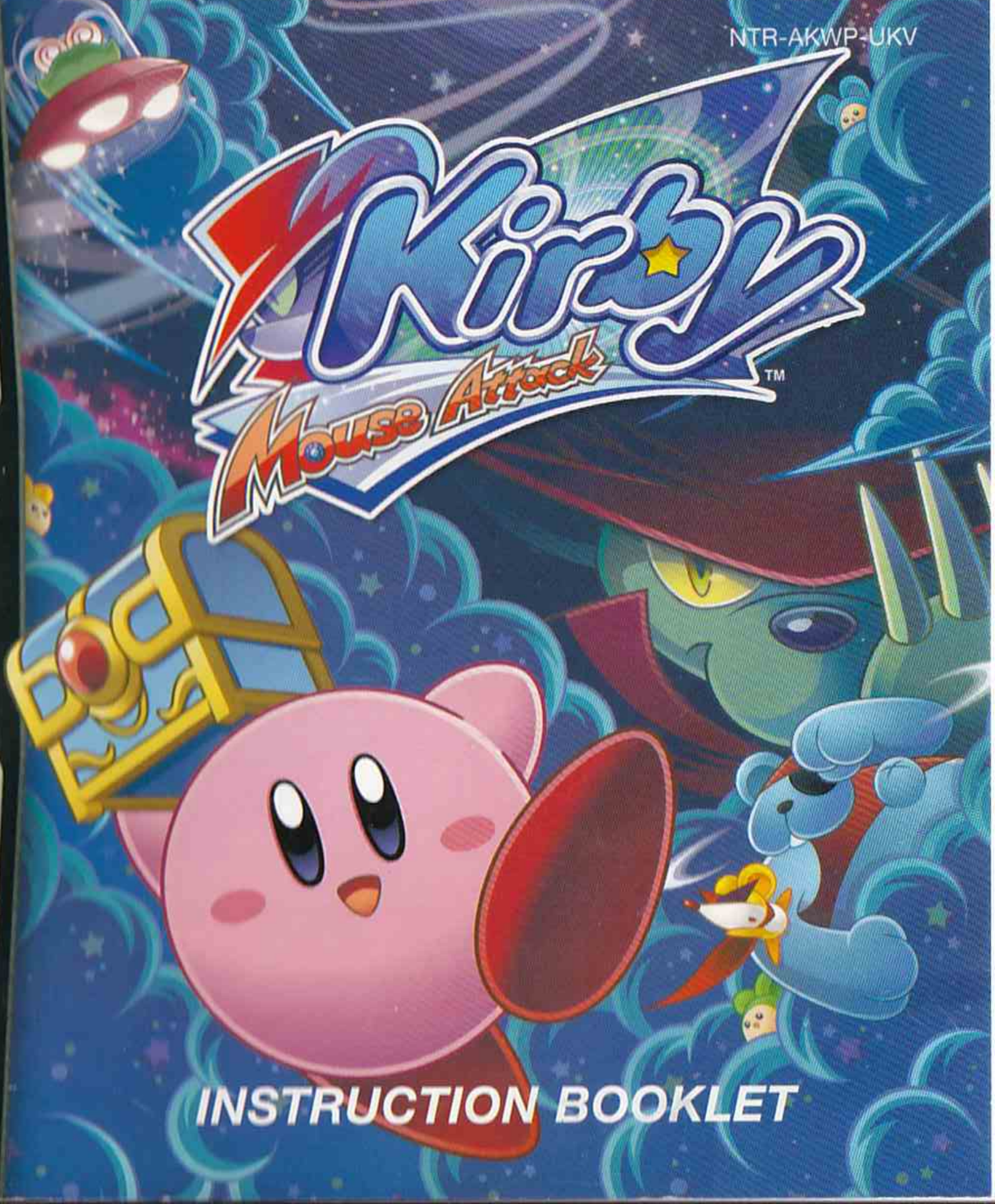
NINTENDO DS™

Kirby™ Mouse Attack



INSTRUCTION BOOKLET

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Nintendo®

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This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.

Thank you for selecting the KIRBY™: MOUSE ATTACK Game Card for the Nintendo DS™ system.

IMPORTANT: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo DS, Game Card, Game Pak or accessory. The booklet contains important health and safety information. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this book for future reference.

This Game Card will work only with the Nintendo DS system.

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WIRELESS DS SINGLE-CARD DOWNLOAD PLAY
THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES DOWNLOADED FROM ONE GAME CARD.

WIRELESS DS MULTI-CARD PLAY
THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES WITH EACH NINTENDO DS SYSTEM CONTAINING A SEPARATE GAME CARD.

The Adventure begins

Early afternoon in Dream Land...

It's so peaceful that even the clouds are drowsy.

And now it's Kirby's favourite time of the day – snack time.

Today's yummy snack is a sweet, fluffy slice of strawberry shortcake!

Time to dig in...

WHOA! The cake Kirby was about to eat has suddenly vanished!

That scrumptious berry-topped slice of mouthwatering goodness...

No doubt about it! This must be the work of that greedy King Dedede!

Well, there's no time to waste! Gotta get that cake back!

And that's how Kirby's latest fantastic adventure begins...

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Screenshots in this booklet can be identified by the colour of the screenshot's border; **red** indicates the top screen, and **blue** the bottom screen (Touch Screen).

Characters

Kirby

The little pink puffball with the gigantic appetite is once again the star of the show. This time around, Kirby's taking his copy abilities on the road in search of his stolen strawberry shortcake.

King Dedede

From his castle high atop the mountains, King Dedede rules over all of Dream Land. Is he responsible for the theft of Kirby's cake? Only time will tell...

The Squeaks

This gang of intergalactic thieves possesses wide-ranging abilities, which they use to hunt down and capture treasures of all shapes and sizes. Daroach is the leader, Spinni is the speed, Storo is the muscle, Doc is the brains, and the yellow, blue and green Squeakers are the henchmen.

Daroach

Spinni

Doc

Storo

Squeakers

Getting Started

Make sure your Nintendo DS™ system is off, then insert the KIRBY™: MOUSE ATTACK Game Card into the Nintendo DS Game Card slot until it clicks into place.

1. Turn the POWER on and read the information on the **Health and Safety Screen**, then tap the Touch Screen to move to the **Nintendo DS Menu Screen**.

WARNING - HEALTH AND SAFETY
BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

2. On the **Nintendo DS Menu Screen**, tap the KIRBY: MOUSE ATTACK Panel.
   - By setting the **Start-Up Mode** of your Nintendo DS system to AUTO MODE, you can shorten this process. See your Nintendo DS system Instruction Booklet for more details.

3. On the **Title Screen**, tap TOUCH TO START to continue on to the **File Select Screen**.

4. Three files appear on the **File Select Screen**. Tap the file you want to use to move to the **Game Select Screen**.

The in-game language depends on the one that is set on the console. In this game you can choose between five different languages: English, German, French, Spanish and Italian. If your Nintendo DS system is already set to one of them, the same language will be displayed in the game. If your Nintendo DS system is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your console. For further instructions about how to change language settings please refer to the instruction booklet of your Nintendo DS system.

Game Select Screen

Tap one of the options shown below to select that option.

STORY **(see p. 20)**	Control Kirby and hunt down treasure.
COLLECTION **(see p. 26)**	View all the collection items you've gathered.
SUB-GAMES **(see p. 27)**	Play one of the three sub-games available.
ERASE A FILE	Erase the currently open game file.

About Saving

Game progress is saved automatically after you reach goals **(see p. 22)**. To erase data, select the data file you want to erase and select ERASE A FILE. You can also reset your entire game by pressing and holding the A, B, X, Y, L and R Buttons before the **Title Screen** appears while starting the game. **Be careful, as this will permanently delete all of your saved game data, and it can never be restored.**

- If you turn the power off, Kirby's remaining lives **(see p. 20)** will default to three, and copy palette items **(see p. 18)** will disappear when you restart your game system.

Controls

This is an action game where you control Kirby. To see what Kirby can do, check out **p. 12 - 14**.

- Blue letters indicate controls for making menu selections. Black letters indicate controls for adventuring with Kirby.
- Close your Nintendo DS system mid-game to activate the energy-saving **Sleep Mode**. Open the system to continue playing.
- Press the L and R Buttons, START and SELECT at the same time to return to the **Title Screen**.
- When playing this game on a Nintendo DS (NTR-001), please refer to the Nintendo DS Instruction Booklet.

Top Screen

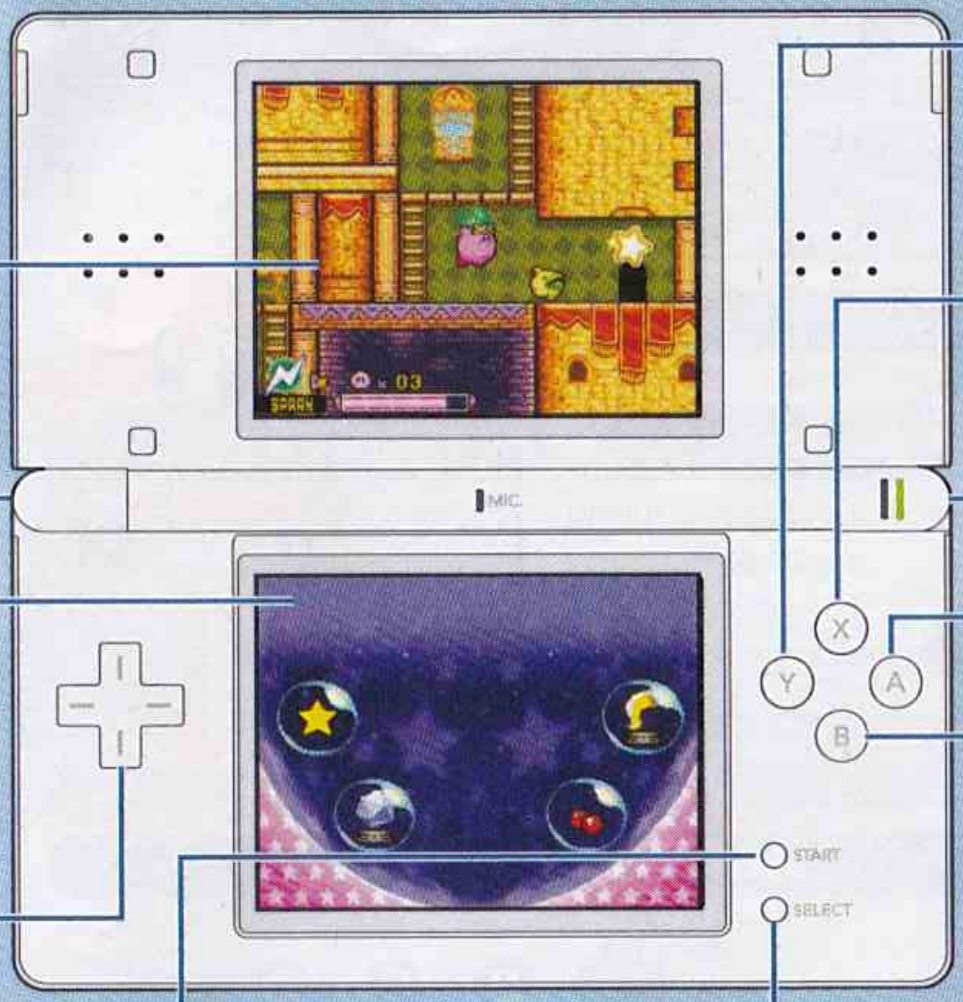
L Button

Lower Screen (Touch Screen)

- **Touch Control**
  If you're using one of your fingers to play the game, be careful not to let your fingernail or anything else scratch the screen.

✚ Control Pad

- ↑↓←→ . . Make menu selections
- ↑ . . . . . Float
- ↓ . . . . . Duck
- ←→ . . . . . Move
- ←→ . . . . . Press twice quickly in the direction you're moving to dash
- ↓ + A or B or Y Button . . Slide
- ↓ . . . . . Swallow (when Kirby's mouth is full)



Y Button

- Jump
- Float (Press repeatedly)

X Button

- Discard Copy Ability

R Button

A Button

- Confirm
- Jump
- Float (Press repeatedly)

B Button

- Cancel
- Inhale
- Use Copy Ability (when available)
- Exhale (when Kirby's mouth is full)
- Shoot air puff (when floating)

START

- Confirm
- Open **Pause Screen** **(see p. 21)**

SELECT

- Discard Copy Ability

Moving Kirby

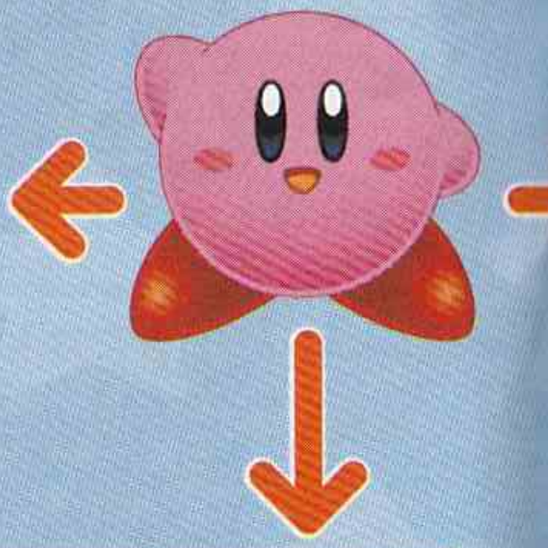
Here are some of Kirby's basic moves. Use these actions and gimmicks (see p. 24) found in the game to progress and reach goals (see p. 22).

Ground Actions

Walk

Press twice rapidly in the direction you're moving to dash.

Dash

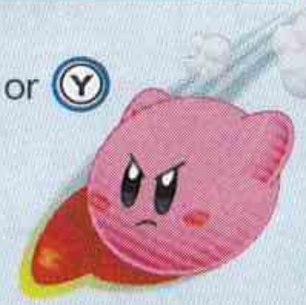


Actions using +

Duck

+ A or B or Y

Slide



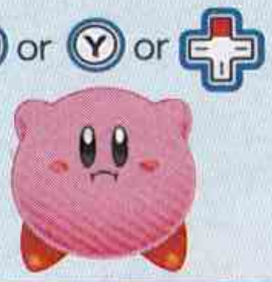
Note!

Kirby can damage enemies by sliding into them, or by hitting them with air puffs or squirts of water.

Mid-air Actions

Jump

Use this command to leap up and leave the ground behind.



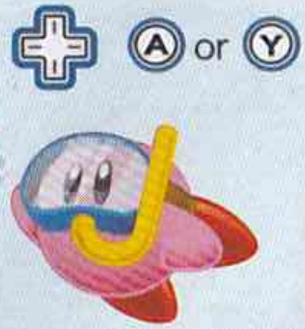
Float

Use this to float through the air with the greatest of ease.

Fire Air Puffs

Use this to release a blast of air and return to the ground.

Water Actions



Swim

Use the ✚ Control Pad to swim, and press the A or Y Button to rise to the surface.

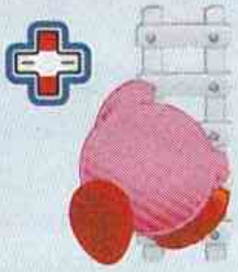
Squirt Water

Use this to blast enemies with a powerful squirt of water.

Other Actions

Use this to enter doorways

Use this to climb up and down ladders



Attacking

Use the following techniques when attacking enemies. You'll need to attack enemies with lots of life (see p. 21) more than once to defeat them, and some enemies can't be beaten at all. Proceed with caution!

Inhale

Use this to inhale bricks or enemies.

With a full mouth

Kirby can store things he's inhaled in his cheeks.

Press and hold B

Super Inhale

Kirby's lungs are so powerful that he can inhale large enemies and faraway items.

Exhale to attack

Turn inhaled items into stars and exhale them to attack enemies.

Swallow

Copy enemy abilities by inhaling, then swallowing enemies.

Copying

If Kirby swallows enemies with special abilities, he can copy those abilities and use them himself. Make good use of Copy Abilities and gimmicks (see p. 24) to adventure on.

Using Copy Abilities

Press the B Button to use Copy Abilities. Check out descriptions of Copy Abilities on the **Pause Screen** (see p. 21).

Note!

If Kirby takes damage, his Copy Ability will float away as a star. Inhale the runaway star and Kirby will gain the Copy Ability once more.

Getting Rid of a Copy Ability

To drop a Copy Ability, press the X Button or SELECT. The discarded ability will float away as a star.

Some Copy Abilities

Here are a few of the abilities Kirby can copy. There are more Copy Abilities to be had, so try to find them all.

Animal

ANIMAL Kirby's got long, sharp claws, which are good for attacking or digging in soft ground.

Bubble

BUBBLE Kirby's got the power to turn enemies into soap bubbles (see p. 18).

Metal

METAL Kirby's heavy and oh-so slow, but he's virtually indestructible, too.

Fire

FIRE Kirby's hot stuff! Use his flames to burn up enemies or surround him in a fiery cloak and charge forwards. He can also burn grass and light fuses.

Sword

SWORD Kirby's a blur as he swings his sword at incredible speeds. He can also cut ropes and grass.

Spark

SPARK Kirby's a regular dynamo as he zaps opponents with bolts of electricity. He can also ride on a cloud full of lightning to spread his electric attacks over larger areas.

Ice

ICE Kirby can freeze enemies in their tracks with his icy breath. He can send frozen enemies sliding into other enemies, too.

Advancing the Story

Guide Kirby through a variety of stages, then topple the level boss to move on to the next level.

Level and Stage Entrances

Select levels you want to play at the level entrances, then select stages on the stage entrances. Once you have, press the A Button to confirm or proceed to the COLLECTION ROOM (see p. 26).

Current Copy Ability

The scroll here indicates that you have ability scrolls (see p. 26).

Portal

Use these to return to level entrances.

Treasure Chest Complete (Stage)

A spinning ★ on a stage means that you've collected all the treasures on that stage.

Level Entrances

Stage Entrances

Treasure Chest Complete (Level)

A ★ on a level means that you've collected all the treasures in that level.

Kirby's Life Gauge and Remaining Lives

Treasure Chest Counter

This is the number of treasure chests you collected and the total number of chests to be found. Treasure chests found on the current stage are displayed in colour.

Stages

Control Kirby and try to reach the goals (see p. 22) at the end of each stage. Kirby's life gauge will decrease if he touches an enemy or gets hit by an enemy attack. If the life gauge empties completely, Kirby will lose a life. If Kirby loses all his lives, it's game over.

Pause Screen

You can access the **Pause Screen** at any time during game play by pressing START. Here you can check the controls for the Copy Ability that Kirby is currently using. When playing on a previously-cleared stage, you can press SELECT to return to the stage entrances.

Game Over Screen

Select CONTINUE to keep playing, or QUIT to stop playing.

Heading for Goals

Each stage is divided up into sections, which are connected by doors. Pass through doors to reach the next section of a stage. Go through goal doors to clear stages.

Normal Door

Goal Door

Goal Game

Once you reach a goal, a goal game will begin. Kirby's inside the rotating cannon, so aim for a target and press the A, B, X or Y Button to send him flying. If Kirby passes through an item (see p. 25), it's his! In this way, you can fill up Kirby's life gauge, and even increase the number of lives Kirby has left.

Opening Treasure Chests

After you've finished a goal game, you'll get to open any treasure chests you've collected and gain the collection items inside (see p. 26). If you're carrying treasure chests you've already opened, you'll receive bubble items rather than collection items for those chests.

Don't let the Squeaks Steal any Treasure Chests

When Kirby picks up a large treasure chest, the Squeaks will swoop in and try to steal it. Do your best to reach the stage goal with the treasure chest in tow.

How to retake Large Treasure Chests

If you attack a member of the Squeaks who's carrying a large treasure chest, that character will drop the chest. Of course, if Kirby takes damage, he will also drop treasure chests (both large and regular), so be careful!

Note!

Members of the Squeaks will always head for a hideout once they steal a large treasure chest. To get the chest back, Kirby has to defeat all of the enemies within the hideout.

Using Gimmicks

There's a whole slew of gimmicks scattered throughout every stage. Find them and use them to alter the terrain or access shortcuts through the stage.

Cannon

Light the fuse of a cannon with fire or another ability, then climb inside and get ready to blast off.

Warp Star

All you have to do with a Warp Star is grab it and hang on. Warp Stars will automatically zip Kirby away to the next section of the current stage.

Bomb Block

Attack a bomb block and it will detonate to take out nearby obstacles and create new paths.

Switch

Touch or attack switches to activate doors, gates and other gimmicks, allowing Kirby to move forward.

Items

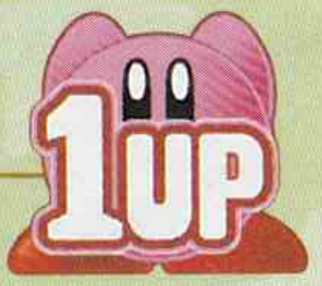
Touch or inhale items found along the way to use them. These items are really helpful, so use them well and guide Kirby through stages.

★ Kirby Bubble

Combine three of these on the copy palette to give Kirby an extra life.

★ 1 Up

This gives Kirby an extra life.



★ Candy

This gives Kirby temporary invincibility, so he can run over opponents without fear of taking damage.

★ Maxim Tomato

This restores Kirby's life gauge to full.

★ Energy Drink

This restores a portion of Kirby's life gauge.

Collection

You get collection items from treasure chests when you reach goals. These items are essential to moving forward and completing the game, so be sure to collect them all.

Collection Room

Choose COLLECTION on the **Game Select Screen** or press START at level or stage entrances to move to the Collection Room. Tap the bubbles to check the collection items.

Collection Item

Here's a sample of the collection items in the game.

VITALITY	Collect two of these to increase the maximum capacity of the life gauge by one.
ABILITY SCROLL	Use this to gain a new technique for every Copy Ability.
SPRAY PAINT	Change Kirby to your favourite colour.
STAR SEAL	Collect five of these and clear Level 6 for a surprise.
SOUND PLAYER	Nab the Sound Player and you'll be able to play different notes and sounds.

Sub-Games

You play all sub-games by tapping or sliding on the Touch Screen. You can also use DS Wireless Communications to invite up to three other players to join you.

Getting Started with Sub-Games

Select SUB-GAMES from the **Game Select Screen** to bring up the **Sub-Games Menu Screen**. Choose from one of the three games **(see p. 30)**, and select the number of players.

Choosing the Number of Players

If you choose ONE PLAYER, you'll compete against the computer. Select a difficulty level and start playing. If you choose MULTI-CARD or SINGLE-CARD you can then play with up to four players in total **(see p. 28 – 29)**.

When a Sub-Game Ends

When you finish playing a sub-game, the screen shown to the right will appear. Choose from CONTINUE, QUIT or OTHER GAME.

Multiplayer Games

You can play sub-games against your friends via DS Wireless Play. To get ready to play, please read DS Wireless Communications on p. 31 - 33.

Multi-Card Play

1. Select the game you want to play, then choose MULTI-CARD. Player 1 (the host system) then chooses OPEN ROOM and waits for other players to join.

2. Other players (guests) will see rooms with the host systems' names on their screens. Choose the room you want to join.

3. The names of participating players appear on the top screen. When there are enough players, Player 1 taps START. Once Player 1 chooses a difficulty level, the game will begin.

Player 1 chooses the type of game and difficulty level to be played.

Single-Card Play

Using DS DOWNLOAD PLAY, you can play with up to four people using a single DS Game Card.

1. Player 1 (the host system) chooses the sub-game to be played, then chooses SINGLE-CARD.

2. Players without DS Game Cards (guests) choose DS DOWNLOAD PLAY on the **DS Menu Screen** and begin the downloading process.

3. The participating players' names will appear on Player 1's top screen. When there are enough players, Player 1 selects DOWNLOAD. Once Player 1 chooses a difficulty, the game will begin.

Player 1 chooses the type of game and difficulty level to be played.

Players who download sub-game data will be able to continue playing single-player games even after finishing multiplayer games, or if there's a linking error. Downloaded game data will be lost if you turn your Nintendo DS system off.

Communication Error

If wireless communications are interrupted, the screen shown to the right will display. Press the A Button to play sub-games by yourself.

Speedy TeaTime

Wait for the lid to be lifted, then be the first to tap a cake to score a point. If you tap the screen before the lid is lifted, you'll have to sit out that round. If you tap a bomb, you'll sit out the following round.

Smash Ride

Slide Kirby on his Smash Star around the screen to slam into enemies and rival riders. If they fall off the screen, you get a point. The player with the most points at the end of the game is the winner. Tap and hold Kirby for a few seconds before sliding and he'll perform a powerful smash attack.

Treasure Shot

Watch the treasure chests, and slide balls at the ones from which desserts appear. Slide enough balls during a set amount of time to gain points. The player with the most points at the end of the game is the winner. If you hit a bomb, you'll be unable to move for a few seconds.

DS Wireless Communications (Single-Card Play)

Here is an explanation of how to play using Single-Card Play.

The Things You'll Need

Nintendo DS system	*One for each player*
KIRBY: MOUSE ATTACK Game Card	*One*

Connection Procedures

Host System:

1. *Make sure that the power is turned off on all systems, and insert the Game Card into the system.*
2. *Turn the power on. If the **Start-up Mode** of your system is set to MANUAL MODE, the **Nintendo DS Menu Screen** will be displayed. In case it is set to AUTO MODE, skip the next step and go on with step 4.*
3. *Touch the KIRBY: MOUSE ATTACK Panel.*
4. *Now, follow the instructions on page 28.*

Client System:

1. *Turn the power on. The **Nintendo DS Menu Screen** will be displayed.*

*NOTE: Make sure the **Start-up Mode** of your system is set to MANUAL MODE.*
*For further details on how to set up the **Start-up Mode**, please refer to the Nintendo DS Instruction Booklet.*

2. *Touch DS DOWNLOAD PLAY. The **Game List Screen** will appear.*
3. *Touch the KIRBY: MOUSE ATTACK Panel.*
4. *You will be asked to confirm your choice. Touch YES to download game information from the Host System.*
5. *Now, follow the instructions on page 28.*

DS Wireless Communications (Multi-Card Play)

Here is an explanation of how to play using Multi-Card Play.

The Things You'll Need

Nintendo DS system . . . . . *One for each player*
KIRBY: MOUSE ATTACK Game Card . . . . . *One for each player*

Connection Procedures

1. *Make sure that the power is turned off on all systems, and insert the Game Card into each system.*
2. *Turn the power on. If the* ***Start-up Mode*** *of your system is set to MANUAL MODE, the* ***Nintendo DS Menu Screen*** *will be displayed. In case it is set to AUTO MODE, skip the next step and go on with step 4.*
3. *Touch the KIRBY: MOUSE ATTACK Panel.*
4. *Now, follow the instructions on page 28.*

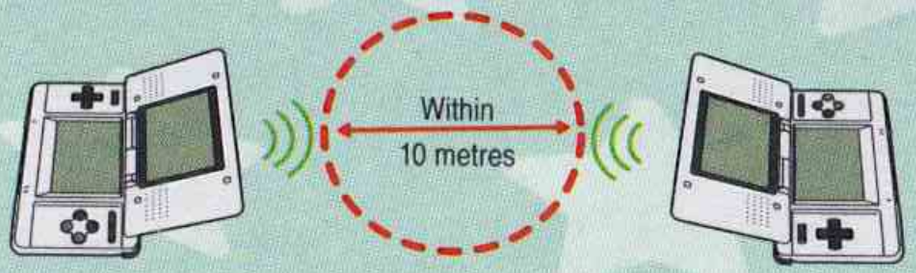
Guidelines for Communications

For best results when using the wireless communications feature, follow these guidelines.

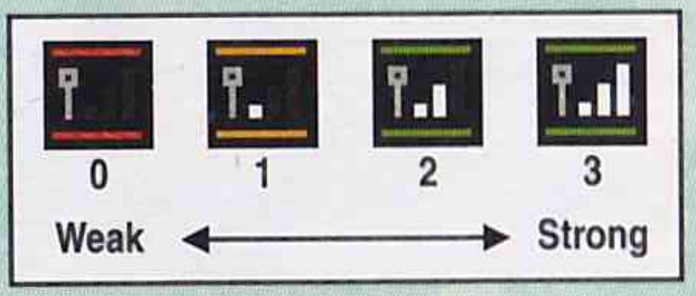
The *icon is an indicator of wireless communications. It appears on the* ***Nintendo DS Menu Screen*** *or* ***Game Screen****.*

The DS wireless icon indicates that the associated choice will activate the wireless communications function.

DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on aeroplanes etc.). For further information regarding the usage of the wireless communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.



The icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communications play.



When wireless communications are in progress, the Power Indicator LED will blink rapidly.

For best results, follow these guidelines:

- *Begin with the distance between systems at about 10 metres (30 feet) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.*
- *Keep the maximum distance between systems at 20 metres (65 feet) or less.*
- *The systems should face each other as directly as possible.*
- *Avoid having people or other obstructions between the Nintendo DS systems.*
- *Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.*

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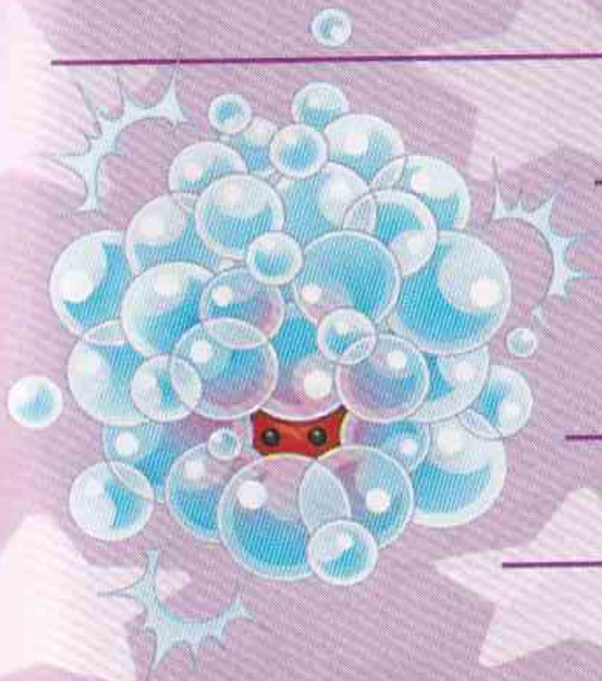

Notes

The PEGI age rating system:

Age rating categories:

Content descriptors:

BAD LANGUAGE

DISCRIMI-NATION

DRUGS

GAMBLING

FEAR

SEXUAL CONTENT

VIOLENCE

For further information about the Pan European Game Information (PEGI) rating system visit:

http://www.pegi.info

[0105/UKV/NTR]

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Tel: +44 (0) 870 60 60 247

(calls are charged at National Rates for UK customers and International Rates for Irish customers – please obtain permission from the person responsible for the bill before calling)

When sending the product to the Nintendo Service Centre, please use, if possible, the original packaging, add a description of the defect and attach thereto a copy of your proof of purchase showing the date thereof.

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Lines are open Monday to Friday 08:30 to 19:00**.

(** Charges and opening hours are correct at time of printing
– January 2007 –
but are subject to change without prior notice.)

NINTENDO DS™
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Nintendo
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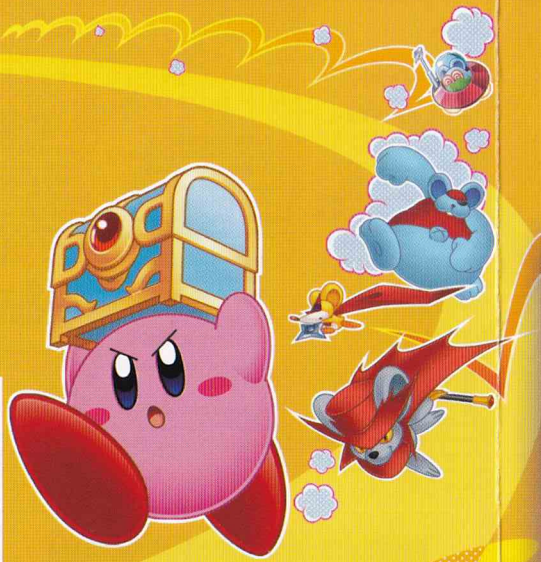

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Kirby™ Mouse Attack

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NINTENDO DS™ Lite

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